
Subject: Commander Position, Possible?

Posted by [Vomancha](#) on Tue, 17 Aug 2004 20:52:09 GMT

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I dont know how many of you have used the new !donate command in game but I find it adds a whole new dimension to the game. The idea got me thinking though. I dont know if anyone has played Savage at all but it mixes RTS and FPS (not all too well) so that the game takes place in both genres. One main person is the Commander and plays out in top down (rts) view while the rest are in game in fps mode. Now with the donate command, do you think it is possible to mod Renegade to include this Commander style role. Money from the Refinery goes straight to the Commander who then dishes it out to his team mates to purchase infantry etc. Ideally maps would start with a command centre and possibly refinery and the Commander builds the necessary buildings (power plant, barracks etc). Im pretty sure that the Construction of buildings isnt possible with the Renegade engine but is the commander position do-able in either a full blown mod or server side scripts and if so, how?

Subject: Commander Position, Possible?

Posted by [Crimson](#) on Tue, 17 Aug 2004 21:30:34 GMT

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I've played Savage. It's a really neat game that gets very close to a great implementation of RTS/FPS combination. Doing that for Renegade would almost be better to put Renegade models into Savage's engine.

The best part about Savage is that it's free to play online and you can install it on multiple PC's and play at the same time.

Subject: Commander Position, Possible?

Posted by [Whitedragon](#) on Tue, 17 Aug 2004 22:12:43 GMT

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<http://ircd2.lomag.net/~wtdragon5/forum/index.php?act=ST&f=30&t=1586>

Subject: Commander Position, Possible?

Posted by [SuperFlyingEngi](#) on Tue, 17 Aug 2004 23:29:21 GMT

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Crimson I've played Savage. It's a really neat game that gets very close to a great implementation of RTS/FPS combination. Doing that for Renegade would almost be better to put Renegade models into Savage's engine.

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Yeah, I've played the demo for that, I thought the idea was really fun, but I didn't find the implementation to be all that great. Tragically, I couldn't use the big elephant dude in the demo, he looks like the most fun.

If you could implement a commander mode to Renegade, that would be kicken'.

Subject: Commander Position, Possible?
Posted by [Vomancha](#) on Wed, 18 Aug 2004 09:33:14 GMT
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Any chance of actually releasing the scripts WhiteDragon in its now or finished state?

Subject: Commander Position, Possible?
Posted by [Deactivated](#) on Wed, 18 Aug 2004 11:44:41 GMT
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Command center=Mobile Headquarters vehicle

Subject: Commander Position, Possible?
Posted by [kopaka649](#) on Wed, 18 Aug 2004 15:17:46 GMT
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savage is kinda boring after a while though, at least for me. Shoulda spent the 80 bucks on something more productive

Subject: Commander Position, Possible?
Posted by [bigjoe14](#) on Wed, 18 Aug 2004 15:37:29 GMT
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You spent \$80 on Savage?

Subject: Commander Position, Possible?
Posted by [Jaspah](#) on Sat, 21 Aug 2004 04:02:40 GMT
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kopaka649savage is kinda boring after a while though, at least for me. Shoulda spent the 80 bucks on something more productive

That's an extremely steep price. Where did you buy it?

Subject: Commander Position, Possible?
Posted by [kopaka649](#) on Sat, 21 Aug 2004 18:09:48 GMT
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Future Shop a couple of months ago. I live in canada so
